

## Classified Rules for Indoor Base Ball

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### DEFINITIONS.

- Base Line.*—Direct line between home and first, first and second, second and third, and third and home.  
*Good Ball.*—One legally delivered by pitcher, over the plate, and between the knees and shoulders of the batter.  
*Bad Ball.*—Not over plate, between knees and shoulders of batter.  
*Fair Ball.*—Batted ball striking within diamond or on foul line.  
*Foul Ball.*—Batted ball striking outside foul line.  
*Foul Tip.*—Foul ball hit by batter not higher than his head.  
*Illegal Ball.*—Sent to batter by pitcher not entirely in box, or by pitcher not heeling line with both feet prior to delivery, or if pitcher takes more than one step in delivery.  
*Dead Ball.*—Pitched ball striking batter.  
*Balk.*—Motion by pitcher to deliver, or holding to delay.  
*Block Ball.*—Batted or thrown ball stopped or held by outsider.  
*Foul Strike.*—Fair hit ball batted when any part of batsman is upon ground outside his box.  
*Not in Play.*—After a foul strike, foul hit ball not caught, dead ball or base runner struck by a fair hit ball, the ball is not in play until held by the pitcher in his box.

### STRIKES.

Shall be called for—

- (1) Ball struck at and not hit.
- (2) Good ball legally delivered, not struck at.
- (3) Foul tip caught.
- (4) Batter intentionally interfering with legally delivered good ball.

### OUTS.

A. Batter is out—

- (1) On third strike caught before touching ground or any object.
- (2) If hit by ball on third strike.
- (3) On third strike, if man on first and less than two outs.
- (4) If third strike is made by intentional interference with ball.
- (5) If after two strikes, a foul ball hits the batter before touching floor, wall or fixture.
- (6) On foul strike.
- (7) If he bats out of turn and makes a fair hit, or reaches first, provided error is discovered before ball is pitched to next batter.
- (8) If not in position one minute after he is called to bat by umpire.
- (9) On attempt to hinder catcher's fielding, or intentional foul hitting.

B. Base runner is out—

I. Referring to man who has just batted.

- (1) If fielder legally holds ball on first base before runner arrives.

- (2) If a fair hit or foul fly is caught before touching ground, wall, or fixture.
  - (3) If in running to first, he is hit by a fair or foul fly, before ball touches wall, floor, fielder or fixture.
- II. Referring to *all* base runners—
- (1) If touched by ball when off base, provided fielder holds ball after touching him. (Exception: See E4.)
  - (2) If he runs out of base line three feet, except in order to avoid fielder who is fielding ball.
  - (3) If fair or foul hit, that has been caught, is held on base of runner, who left before such ball was caught; or if, in that case the runner is tagged out before returning to his base. (Exception: See following A8.)
  - (4) If fair hit ball touches base runner before striking fielder, wall or fixture, except when he is on a base he is legally entitled to.
  - (5) If fielder holds ball on a base not touched by the runner in going round.
  - (6) If after starting too soon, he is put out in regular fashion.
  - (7) For intentional interference with batted ball.
  - (8) For intentional interference, or failure to avoid interfering with fielder fielding a batted ball.
  - (9) For intentional interference with thrown ball.
  - (10) If tagged out before returning to the base the runner left upon a foul tip bounding off catcher and not caught on the rebound by a fielder. (See following C11.)

#### RULES OF BASE RUNNING.

(Note—Base runner is to touch each base in regular order. However, when obliged to return, he may do so directly.)

##### A. Base runner *can* advance (may be put out)—

- (1) On a fair hit.
- (2) After a fair or foul fly has been caught.
- (3) After a ball not hit has reached or passed the catcher (penalty: called back by umpire, if not put out).
- (4) On a foul tip caught.
- (5) On three strikes except according to following (C7 and C9).
- (6) If hit by ball he has just batted, rebounding from fielder, wall, floor or fixture.
- (7) One base on a passed ball, except on third strike or fourth ball, when he is entitled to all he can get.
- (8) The instant a foul tip ball bounds off catcher, provided such ball is caught by a fielder before striking floor, wall or fixture.

##### B. Base runner *can* advance without being put out—

- (1) One base on an illegal pitch.
- (2) One base on a balk (*not* the batter).
- (3) One base if, while he was batter, four balls or an illegal pitch were called.
- (4) One base if forced to vacate by succeeding batsman being awarded a base.
- (5) One base if pitcher does not give runner reasonable time to return to own base.
- (6) One base if fair hit ball strikes person or clothing of umpire on fair ground.

- (7) One base if prevented from making a base by obstruction of adversary.
- (8) On a block ball, till ball is returned to pitcher in his box, unless time is called by the umpire.
- (9) One base if umpire is struck by ball thrown by catcher to intercept base runner.

C. Base runner cannot advance—

- (1) While pitcher is in box with ball.
- (2) When pitcher is ready to deliver ball to batter.
- (3) Until after a pitched ball reaches or passes catcher.
- (4) On dead ball (neither can batter).
- (5) If touched by fair hit ball while on his own base, unless forced.
- (6) If any base runner is hit by fair hit ball, unless forced.
- (7) If batter intentionally interfered with pitched ball.
- (8) If batter interferes with catcher's fielding.
- (9) If batsman, in going to first, is hit by foul or fair fly before it touches wall, floor, fielder or fixture.
- (10) If a foul tip bounding off catcher is not caught by a fielder (penalty: being called back, unless tagged out).
- (11) After time is called on a "block."

D. Base runner must return to base and can do so without being put out—

- (1) On foul hit not caught.
- (2) On foul strike.
- (3) If called back for starting too soon.
- (4) On batter's interference with catcher's fielding.
- (5) If batsman in going to first is hit by foul or fair fly.

E. Referring to Runs and Scoring—

- (1) One run is to be scored every time a base runner, after having legally touched the first three bases, shall touch home before three men are put out.
- (2) No run counted, coming in on a third man "forced out," or put out at first.
- (3) Runner is safe if touching bag or spot where bag should be. Likewise with home plate.
- (4) Runner may overrun first base, but must turn away from second in so doing. Can return either way.
- (5) If he slides with bag and stops, must return with bag, as in overrunning first, before going on.
- (6) Unless forced, no run to be scored if a man on base is hit by a batted ball.

### GENERAL RULES.

- (1) The umpire shall not make a decision in regard to a premature start until base runner has reached the next base or is put out.
- (2) Coaches restricted to coaching base runners only. No coach allowed when bases are unoccupied; only one when one base and never more than two when more bases are occupied.
- (3) Coaches must remain four feet from base lines between home and first and home and third and from first and third bases.

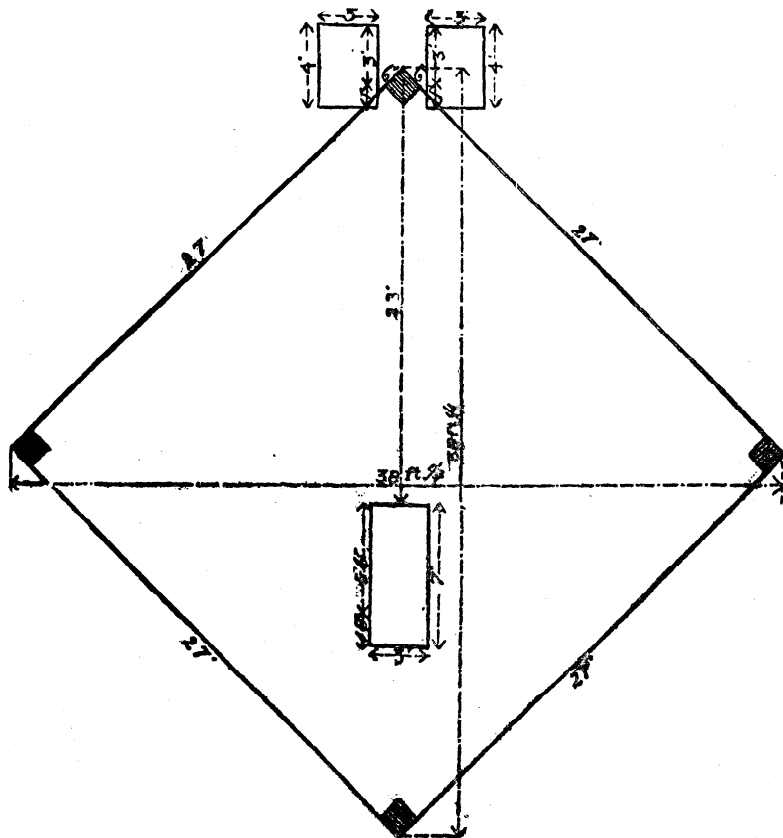
**HANCOCK'S**  
**INDOOR BASE BALL RULES**  
AS REVISED AND ADOPTED BY THE  
**National Indoor Base Ball Association**  
OF THE  
**UNITED STATES**



**RULE I.**

The diamond is laid at one end of the hall, leaving room for the catcher, who always plays close behind the batsman. The bases (except the home plate) are  $1\frac{1}{2}$  feet square, made of canvas, half filled with sand or other similar substance. The home plate is of rubber and is one foot square. Each side of the diamond is 27 feet long, and a base is placed in each corner and need not be fastened to the floor. The distance from home to second base, and from first to third base, is  $38\frac{1}{4}$  feet. The pitcher's box is 7 x 3 feet, the nearest line of said box to be 23 feet from the centre of home base. The batsman's box (one to the left and one to the right of the home base) shall be four feet long and three feet wide, extending one foot in front of and three feet behind a centre line through the home base, with its nearest side distant six inches from the home base, the outlines to be marked on the floor.

When a game is played in a large armory or other large building the diamond may be laid out with 35 feet base lines, the front line of the pitcher's box to be 30 feet from the centre of the home plate. All other dimensions to be the same as when using the 27 feet base lines.



## RULE II.

### THE FOUL LINE.

The foul lines must be drawn in straight lines from the outer corner of the home base, along the outer edge of the first and third bases to the boundaries of the ground, so that the bases shall come within the diamond.

## RULE III.

### THE BALL.

The ball must be not less than  $16\frac{3}{4}$  nor more than  $17\frac{1}{4}$  inches in circumference, made of a yielding substance, not less than 8 nor more than  $8\frac{3}{4}$  ounces in weight, and covered with a white skin; should it become ripped or torn during a game, a new one must be substituted. The Spalding Official Indoor League Ball was adopted as the official ball of this Association, and must be stamped with the seal of the Association.

When playing the armory game (that is, on the large diamond with 35-foot base lines) the Spalding No. IX. ball fourteen (14) inches in circumference, shall be the official ball.

## RULE IV.

### THE BAT.

The bat must be  $2\frac{3}{4}$  feet long and not larger than  $1\frac{3}{4}$  inches in diameter in the largest part, and may have a rubber tip on the handle to prevent slipping. It must be made otherwise of wood, except that a metal rod may be passed through the center to give desired weight, but under no circumstances is lead to be used in loading. The handle may be wound with string or tape.

## RULE V.

### THE PLAYERS.

Seven to nine players must constitute a side. The players' positions shall be such as shall be assigned them by their captain (on fair ground), except that the pitcher must take his position within the pitcher's lines. When in position on the field, all players will be designated as "fielders" in these rules.

## RULE VI.

## THE PITCHER.

The pitcher shall take his position facing the batter with both feet on the ground wholly within the box and with both feet on the rear line of said box, and when in the act of delivering the ball shall not take more than one step, but shall not be restricted as to curving the ball, although the arm must be swung parallel with the body.

He shall not make more than one step in the act of delivering the ball. He shall hold the ball before the delivery fairly in front of his body and in sight of the umpire.

When the armory game is played on a large diamond with 35 foot base lines and 30 foot pitching distance, the pitcher shall take his position as described above, but can heel with one or both feet a line drawn across the box 18 inches from the rear end of said box and shall not take more than one step in the act of delivering the ball. He shall hold the ball before delivery fairly in front of his body and in sight of the umpire.

NOTE.—In the preliminary moves of the pitcher the arm does not have to be swung parallel with the body, but only on the final swing, when delivering the ball.

## RULE VII.

## THE GAME.

A game shall consist of nine innings to each contesting club except that, if the side first at the bat scores less runs in nine innings than the other has scored in eight innings, the game shall then terminate; or, if the side last at bat in the ninth inning scores the winning run before the third man is out, the game shall terminate.

## RULE VIII.

## A TIE GAME.

If the score be a tie at the end of the ninth inning to each side, play shall only be continued until the side first at bat shall have scored one or more runs than the other side in an equal number of innings, or until the other side shall score one or more runs than the first side at bat.

## RULE IX.

## A FORFEITED GAME.

A forfeited game shall be declared by the umpire in favor of the club not in fault, at the request of such club, in the following cases:

(a) If the required number of players to constitute a team fail to appear upon the field, or being upon the field fails to begin the game within one minute after the umpire has called "play" at the hour appointed for the beginning of the game, unless such delay in appearing or in commencing the game be unavoidable.

(b) If, after the game has begun, one side refuses or fails to continue playing, unless such game has been suspended or terminated by the umpire.

## RULE X.

## SUBSTITUTES.

The base runner shall not have a substitute run for him except by the consent of the captains of the contesting teams.

## RULE XI.

## CHOICE OF INNINGS.

The choice of innings shall be decided by flipping a coin.

## RULE XII.

## GOOD AND BAD BALLS.

A ball legally delivered by the pitcher which passes over any part of the home base not lower than the batsman's knee nor higher than his shoulder is a good ball. Otherwise it is a bad ball. It being assumed that the batter is standing erect while in his position.

## RULE XIII.

## BALKS.

A motion to deliver the ball by the pitcher without his doing so, or holding the ball so long as to unnecessarily delay the game, constitutes a balk.

NOTE.—If the pitcher swings his arm or makes any other motion in the box to deliver the ball without doing so, it constitutes a balk.

## RULE XIV.

## ILLEGAL BALLS.

A ball delivered by the pitcher with any part of his person out of the box, or if the pitcher fails to heel the back line of the



pitcher's box with both feet prior to pitching the ball, or if he takes more than one step in the act of delivery.

When the game is played under Armory rule, an illegal pitch shall be declared if the pitcher does not heel the 18-inch line. An illegal pitch entitles any base runner or batsman to a base.

### RULE XV.

#### DEAD BALLS.

Any pitched ball striking the batter is a dead ball, but does not entitle him to a base. If a batter intentionally gets in the way or interferes with any legally delivered ball a strike shall be called. If it should be the third strike the batter is out, and no base can be run on that ball.

### RULE XVI.

#### NOT IN PLAY.

In case of a foul strike, foul hit ball not legally caught out, dead ball, or base runner put out for being struck by a fair hit ball, the ball shall not be considered in play until it is held by the pitcher standing in his box.

NOTE.—Any player other than the pitcher receiving the ball and standing in the pitcher's position cannot put the ball in play.

### RULE XVII.

#### BLOCK BALLS.

A block ball is a batted or thrown ball that is stopped or handled by any person not engaged in the game.

(a) Whenever a block occurs, base runners may run the bases without being put out, until the ball has been returned to and held by the pitcher standing in his box.

(b) In the case of a block, if a person not engaged in the game should retain possession of the ball, or throw or kick it beyond the reach of the fielders, the umpire shall call "time," and require each base runner to stop at the last base touched by him until the ball be returned to the pitcher standing in his box.

(c) Special ground rules may be made allowing a certain number of bases on a fair hit into the crowd (or a thrown ball), in which case the above sections are void.

## RULE XVIII.

## THE SCORING OF RUNS.

One run shall be scored every time a base runner, after having legally touched the first three bases, shall touch the home base before three men are put out. If the third man is forced out, or is put out before reaching first base, a run shall not be scored.

## RULE XIX.

## FAIR AND FOUL BALLS.

(a) A batted ball which strikes inside or on the foul line is fair, the first point of contact with the floor, object or fielder deciding, regardless of where it afterward rolls.

(b) A batted ball first striking outside the foul line shall be foul.

## RULE XX.

## STRIKES.

(a) A strike is a ball struck at by the batsman without its touching his bat; or a foul tip caught.

NOTE.—On a foul tip bounding off the catcher and caught by a fielder the base runner can advance the instant the ball strikes the catcher's person, and if the fielder catches the ball the base runner is entitled to all the bases he can make. If the fielder does not catch the ball, the base runner should be called back unless he has been tagged out.

(b) A good ball, legally delivered by the pitcher, but not struck at by the batsman.

(c) A good ball, legally delivered by the pitcher and intentionally interfered with by the batsman.

NOTE.—A rolling foul does not constitute a strike.

## RULE XXI.

## FOUL STRIKES.

A foul strike is a ball batted by the batsman when any part of his person is upon the ground outside the lines of the batsman's position.

NOTE.—This rule only applies on a fair hit ball.

## RULE XXII.

## THE BATSMAN IS OUT.

(a) The batsman is out if he bats out of his turn and makes a fair hit or reaches first base before the error is discovered.

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This rule shall not be enforced unless the "out" be declared before the ball has been delivered by the pitcher to the succeeding batsman.

(b) If he fails to take his position within one minute after the umpire has called for the batsman.

(c) If he makes a foul hit and the ball be held by a fielder before touching the ground or any wall or fixture.

(d) If he makes a foul strike.

(e) If he attempts to hinder the catcher from fielding the ball, or fouls the ball intentionally, evidently without effort to make a fair hit.

NOTE.—If the batter interferes with the catcher fielding his position, the base runners cannot advance on the play.

(f) If, while first base be occupied by the base runner, he has three strikes, except when two men are already out.

(g) As per Rule XV.

(h) If the batsman is hit by the ball on the third strike he shall be declared out.

NOTE.—If, after the batsman has two strikes, he fouls the ball, and the ball hits him before it hits the floor, wall or any fixture, he shall be called out.

## RULE XXIII.

## BASE RUNNING.

The batsman becomes a base runner.

(a) Instantly after he makes a fair hit.

NOTE.—A foul tip is a ball hit by the batsman and does not go higher than his head.

(b) Instantly after four balls have been called by the umpire.

(c) Instantly after three strikes.

(d) Instantly after the umpire declares an illegal delivery of a ball by a pitcher.

## RULE XXIV.

## BASES TO BE TOUCHED.

The base runner must touch each base in regular order, viz., First, second, third and home base; but when obliged to return may go directly to the base which he legally holds.

## RULE XXV.

## ENTITLED TO BASES.

The base runner shall be entitled, without being put out, to take one base in the following cases:

- (a) If, while he was batsman, the umpire called four balls.
- (b) If the umpire awards a succeeding batsman a base on four balls or in case of an illegal delivery and the base runner is thereby forced to vacate the base held by him.
- (c) If the umpire calls a "balk" or "illegal pitch."
- (d) If a ball delivered by the pitcher pass the catcher or is fumbled, only one base may be taken, provided the runner makes it, unless it is a third strike or fourth ball, when the runner is entitled to all he can get.
- (e) If the pitcher does not give him time to return to his base.
- (f) If, upon a fair hit, the ball strikes the person or clothing of the umpire on fair grounds.
- (g) If he be prevented from making a base by the obstruction of an adversary, unless such adversary has the ball in his possession.
- (h) If, when he was batsman, the pitcher delivered an "illegal ball."
- (i) On a fair or foul fly ball caught the base runner can advance, providing he does not leave his base until after the ball is caught. (This does not exempt the runner from being put out.)

NOTE.—Batsman is entitled to first base on an illegal pitch, but not on a balk.

- (j) If the person or clothing of the umpire is struck by a ball thrown by the catcher to intercept a base runner.

## RULE XXVI.

## WHEN TO START.

(a) A base runner must not leave his base when the pitcher holds the ball standing in his box (except to moisten the soles of his shoes by permission of the umpire).

(b) A base runner must not leave his base on a pitched ball not struck, until after it has reached or passed the catcher, on penalty of being called back.

(c) A base runner must be on his base when the pitcher is ready to deliver the ball to the batsman.

(d) When the Armory game is played on a large diamond with 35 feet base lines, the base runner must not leave his base on a pitched ball until after it has left the pitcher's hands, on penalty of being sent back.

[Starting too soon does not exempt a base runner from being put out on that particular play. The umpire must not make a decision in regard to a premature start until the base runner has reached the next base or is put out.]

### RULE XXVII.

#### RETURNING TO BASES.

The base runner shall return to his base, and shall be entitled to so return without being put out—

- (a) If the umpire declares a foul hit which is not legally caught by a fielder.
- (b) If the umpire declares a foul strike.
- (c) If the umpire declares a dead ball.
- (d) If he is called back by the umpire for starting too soon.

### RULE XXVIII.

#### A BASE RUNNER IS OUT.

(a) If, having made a fair hit, while batsman, such fair hit ball be held by a fielder before touching the ground, wall or any fixture.

(b) If he intentionally kicks or interferes with a ball he has just batted.

[If a ball he has just batted rebounds and hits him he shall not be declared out on that account.]

(c) If the third strike be caught before touching the ground or any object.

(d) If, after three strikes or a fair hit, he be touched with the ball in the hands of a fielder before such base-runner touches first base.

(e) If, after three strikes or a fair hit, the ball be securely held by a fielder while touching first base with any part of his person, before such base-runner touches first base.

(f) If, in running from first to second base, from second to third base, or from third to home base, he runs more than three feet from a direct line between such bases to avoid being touched by a ball in the hands of a fielder; but in case a fielder be occupying a base-runner's proper path, attempting to field a batted ball, then the base-runner shall run out of the path and shall not be declared out for so doing.

(g) If he fails to avoid a fielder attempting to field a batted ball, or if he in any way obstructs a fielder attempting to field a batted ball, or intentionally interferes with a thrown ball.

(h) If, at any time, while the ball is in play, he be touched by the ball in the hands of a fielder, unless some part of his person is touching a base he is entitled to occupy; provided, the ball be held by the fielder after touching him; but—exception as to first base—in running to first base, he may overrun said base without being put out for being off said base, after first touching it, provided he returns at once and retouches the base, after which he may be put out as at any other base. If, in overrunning first base, he also attempt to run to second base, he shall forfeit such exemption from being put out.

(i) If, when a fair or foul fly is legally caught, such ball is legally held by a fielder on the base occupied by the base-runner when such ball was struck, or the base-runner be touched with the ball in the hands of a fielder, before he retouches said base after such fair or foul hit ball was so caught.

(j) If a fair hit ball strikes him before touching a fielder, wall, fixture or ceiling, except when a runner is holding a base he is legally entitled to, and in such case no base shall be run unless forced by the batsman becoming a base runner, and no run shall be scored.

(k) If, when running to a base, he fail to touch the intervening base or bases in regular order, he may be put out at the base he fails to touch by a fielder holding the ball on said base, in the same manner as in running to first base.

NOTE.—If when a batsman hits a fly ball, whether fair or foul, and in running to first base the ball hits him before touching the wall, floor, fixture or fielder, he shall be declared out, and no base-runner will be allowed to advance on this play.

## RULE XXIX.

## TURN EITHER WAY.

In returning to first base, after overrunning, the baseman may turn either way.

## RULE XXX.

## SAFELY ON A BASE.

A base-runner is safely on a base if he slides with the bag and clings to it; or, if any part of his person is touching the spot where the bag should be; or, he is safe if he has touched the home base or where the base should be.

[If, in sliding with the bag at any base, he should stop, he must then return with the bag to the proper spot before starting for another base, the same as in overrunning first base.]

## RULE XXXI.

## COACHING RULES.

(a) The coaches are restricted in coaching to base-runners only, and are not allowed to address any remarks except to base-runners, and then only in words of necessary direction.

(b) No coacher will be allowed up when the bases are unoccupied, and only one coacher when one base is occupied, and no more than two coaches when two or more bases are occupied.

(c) A line shall be drawn four feet from first and third base towards the home base and four feet out from the base line which shall be known as the coaches' box. The coaches must stand back of this line, and will not be allowed to take a position anywhere other than the coaches' box, as defined above.

## RULE XXXII.

## SUITABLE SHOES.

Only shoes with rubber soles or other soft material shall be used, and in all league games teams must be fully uniformed.

## RULE XXXIII.

## PITCHER MUST WAIT.

When a base-runner is legally entitled to return to a base, the pitcher must wait a reasonable time for him to reach the base, on penalty of giving the base-runner another base for violation.

## RULE XXXIV.

## UMPIRES.

(a) The umpires are masters of the field from the commencement to the termination of the game, and are entitled to the respect of the spectators, and any person offering any insult or injury to either of them must be promptly ejected from the room by those in charge.

(b) The umpires must compel the players to observe the provisions of all the playing rules, and are hereby invested with authority to order any player to do or omit to do any act as they may deem necessary to give force and effect to any and all of such provisions.

(c) There shall be two umpires, who shall take suitable positions on the field for observing the plays which they are to judge.

(d) No. 1 shall decide on and call all balls, strikes, blocks, dead balls, balks, illegal deliveries, fair and foul hits, ground hits, foul strikes, all questions arising at home plate, and shall call play or time, and shall take a position behind the catcher.

(e) No. 2 shall judge all base plays excepting those at home plate and shall take a position about ten feet back of the base line, midway between home and first or home and third bases, or where he can best view the play.

(f) The umpires shall be sole judges of the play, and discussion will only be allowed on correct interpretation of the rules and not on any optional decision. All such discussions are restricted to the two captains.

(g) The two umpires shall change positions at the end of every full inning.

(h) In case an umpire for some reason cannot decide a play, he shall refer to his colleague. The umpire shall ask the captain of the home team whether there are any special ground rules to be enforced, and if there are, they shall see that they are duly enforced, provided they do not conflict with any of these rules.

(i) The umpires must keep the contesting nines playing constantly from the commencement of the game to its termination, allowing such delays only as are rendered unavoidable by accident



or injury. The umpires must, until the completion of the game, require the players of each side to promptly take their positions in the field as soon as the third man is put out, and must require the first batter of the opposite side to be in his position at the bat as soon as the fielders are in their places.

### RULE XXXV.

#### CALLING "PLAY" AND "TIME."

(a) The umpire designated as No. 1 must call "play" promptly at the hour designated by the home club, and on the call of "play" the game must immediately begin. When he calls "time," play must be suspended until he calls "play" again, and during the interim no player shall be put out, base be run or run be scored. The umpire shall suspend play only for an accident to himself or a player (but in case of accident to a fielder "time" shall not be called until the ball be returned to and held by the pitcher standing in his box).

(b) "Time" must not be called for trivial causes. The practice of players suspending the game to discuss or contest a decision with either umpire is a gross violation of the rules and the umpire must not allow it.

(c) If a player wilfully disobeys the cautions of the umpires in regard to violations of the rules he may, at the discretion of the umpires, be ordered out of the game and his place be filled, if such decision reduce the side to less than eight players.

### RULE XXXVI.

#### SCORING.

In order to promote uniformity in scoring, the following suggestions and definitions are made for the benefit of scorers, and they are required to make all scores in accordance therewith.

SECTION 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during the game.

No time at bat shall be scored if the batsman be given first base on called balls or on an illegal delivery of the ball by the pitcher.

SEC. 2. In the second column shall be set down the number of hits made by each player.

A hit should be scored in the following cases:

When the ball from the bat strikes the ground within the foul lines and out of reach of the fielders.

When a hit ball is partially or wholly stopped by a fielder in motion, but such player cannot recover himself in time to handle the ball before the striker reaches first base.

When a ball is hit with such force to a fielder that he cannot handle it in time to put out the batsman.

When a ball is hit so slowly toward a fielder that he cannot handle it in time to put out the batsman.

That in all cases where a base-runner is retired by being hit by a batted ball, the batsman should be credited with a hit.

SEC. 3. In the third column should be set down the number of runs made by each player during the game.

SEC. 4. In the fourth column shall be set down the number of opponents put out by each player. When a batsman is called out for a foul strike, or when he fails to bat in the proper order, the put-out shall be scored to the catcher. In all cases of out for interference or running out of line, the put-out shall be credited to the player who would have made the play, but for the action of the base-runner or batsman.

SEC. 5. The number of times the player assists shall be set down in the fifth column. An assist shall be given to each player who handles the ball in assisting a put-out or other play of the kind. An assist should be given to the player who makes a play in time to put a runner out, even if the player who could complete the play fails through no fault of the player assisting.

SEC. 6. An error should be given in the sixth column for each misplay which allows the batsman or base-runner to make one or more bases, when perfect play would have insured his being put out, except that "wild pitches," "bases on balls," or illegal pitched balls, balks or passed balls, all of which comprise battery errors, shall not be included in this column.

An error shall not be scored against the catcher for a wild

throw to prevent a stolen base, unless the base-runner advances an extra base because of the error.

No error shall be scored against a fielder who attempts to complete a double play, unless the throw is so wild that an additional base is gained.

### RULE XXXVII.

#### SUMMARY.

- SECTION I. The score made in each inning of the game.
- SEC. 2. The number of two-base hits made by each player.
- SEC. 3. The number of three-base hits made by each player.
- SEC. 4. The number of home runs made by each player.
- SEC. 5. The number of hits made off each pitcher.
- SEC. 6. The number of times the pitcher strikes out the opposing batsmen.
- SEC. 7. The number of times the pitcher gives bases on balls.
- SEC. 8. The number of wild pitches charged to the pitcher.
- SEC. 9. The number of passed balls by each catcher.
- SEC. 10. The time of the game.
- SEC. 11. The names of the umpires.

## What an Indoor Base Ball Club Needs

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The first requirement of an indoor base ball club, and the most important one, is the ball. To get the best results only the best ball made should be used.

The Spalding No. 1 Official Indoor Base Ball, the adopted ball of the National Indoor Base Ball Association, is recognized by all experienced players as the best, and is used by the majority of the organized leagues throughout the country; price \$1.00 each.

The Spalding No. 2 Indoor Base Ball, regulation size and weight, sheepskin covered, is a good practice ball; price 75 cents.

For the armory game, the No. 1X Official Armory Ball, same quality and price as the No. 1. The only difference is the size. The No. 3 ball, sheepskin covered, same as No. 2, except smaller, is a good practice ball for the armory game; price, 75 cents.

No. 10A is a new ball this season, slightly harder than the No. 1, made especially to meet armory requirements. It is 10 inches in circumference, covered with special oil-tanned leather, maintains its shape, and is guaranteed. This is the style ball used by National Guard teams playing in the armories of Greater New York; price \$1.00.

The Spalding Official Indoor Base Balls, No. 1, 1X and No. 10A, are made up with special oil-tanned leather cover, with patent Kapok filling (Patented Aug. 11, 1914). This filling adds to the life of the ball and makes it more resilient. Furthermore, with this filling, we are able to get the ball correct weight by filling more compactly, so that the ball holds its shape—a really ideal combination of qualities and a feature that every indoor base ball player will appreciate. The superior quality of this construction enables a team to play a more scientific game than with a ball that becomes lopsided. The ball will bat truer and can be handled by the fielder with less chance of an error, especially in throwing.

The Spalding Indoor Base Ball Bats are made of select second growth ash, and in the most perfect models.

The No. O bat, price 50 cents, handle wrapped with electric tape to prevent slipping.

The No. 2 Bat, price 40 cents, is the same, except that the handle is not wrapped.

Extra care is used in having these bats properly balanced and correct shape.

Regarding bases, the best quality is the Spalding No. 1, made of ten ounce duck, unfilled; price for set of three, \$2.50.

The No. 2, made of eight ounce canvas, unfilled; price for set of three, \$2.00.

The Spalding Home Plate is made of corrugated rubber; price 50 cents each.

The Spalding line of base ball uniforms includes seven different grades, select variety of colors, and the prices range from \$3.50 to \$12.50 per suit when ordered in club lots. The line of indoor base ball suits are made of the same material, and by the same operators, as make up the Spalding celebrated league uniforms, the only difference being that the indoor base ball suit is made up with padded pants to protect the player from injury on the hard floor. These suits are all cut to measure after making proper allowance necessary in an athletic outfit. The flannels are thoroughly shrunk, properly reinforced, and possess the correct base ball fit. They give perfect freedom in all movements and yet look trim and neat and give excellent service. Samples showing the various grades and colors, with measurement blank which will give full instructions for taking the necessary measurements, will be mailed upon application.

Spalding's special canvas top shoe No. P is light weight, durable and correct in design, with special quality soft rubber soles, which absolutely hold on the most slippery floor. Made in sizes 5 to 11 only. Price \$3.50 per pair and \$39.00 per dozen pairs.

Every indoor base ball player should be equipped with a pair of the No. 111 high cut, best grade white canvas shoes, with white rubber soles. The sole of the shoe is made of a superior grade of rubber, with special corrugated markings which holds to the floor, will not slip, and makes an ideal shoe; it serves the same purpose as the spike shoe in outdoor base ball; price \$1.75 per pair. Club price, in ordering lots of six pairs or more, is \$18.90 per dozen pairs.

No. WM is a special grade canvas shoe, with rubber sole. It is high cut and costs \$1.00 per pair; \$10.56 per dozen pairs.

The No. M black canvas shoe, with black rubber sole, a good, durable shoe, price 90 cents per pair. Club price when ordering six pairs or more, \$9.72 per dozen pairs.

On above shoes the dozen prices hold good for quantity lots of half dozen pairs at one time.

In a game like indoor base ball, which is played generally on board floors, there is a strain on the feet altogether different from that in almost any other athletic game, and to support this strain properly made shoes with leather uppers and correctly

shaped soles are absolutely necessary. It is a fact that players on many teams wear canvas top shoes and we supply in our No. P shoes absolutely the best canvas top indoor base ball shoes ever made—the same style as worn by some very successful teams, but from our long experience in catering to athletes and watching closely, as we have done, the development of indoor base ball and its effects on the physical condition of players, we cannot consistently recommend canvas top shoes for any athletic use, and especially not for indoor base ball.

In leather shoes we recommend No. AB, high cut, drab calf, Blucher style, with heavy red rubber suction soles, superior quality; price \$5.00 per pair.

It is most essential that every indoor base ball player wear an all-wool jersey underneath his base ball shirt, as the games are generally played in a warm hall, and the player naturally perspires freely; the wool jersey absorbs this perspiration and prevents the wearer from contracting cold or other disease in going out in the cold atmosphere after the game when overheated. Spalding's "T" shirt is also often used; it costs \$2.00.

Every player should be equipped with the Spalding coat sweater to wear between innings and after the game. A garment of this kind will help to protect the health of the player, and also prevent the muscles from stiffening or from cold in the shoulder or arm.

The catcher should be equipped with the Spalding No. 1A Catchers' Protector, which is well padded to protect his person from injury; price \$2.00 each.

Each player should wear the Spalding No. 5 all elastic "Bike" supporter, price 50 cents each, or a cotton flannel supporter, price 25 cents each.

In case of a sprain or similar injury, the Spalding elastic ankle, knee, elbow and wrist bandages will be of material assistance and enable the player to take part in the game where otherwise he would be obliged to remain idle.

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We are using PATENT KAPOK FILLING Patented August 11, 1914) in Nos. 1 and 1X Indoor Balls, also in Nos. 14-OPB, 17PB, 14PB, 12PB and 9PB Playground Balls. This filling adds to the life of the ball and makes it more resilient. Furthermore, with this filling we are able to get the ball correct weight by filling more compactly so that ball holds its shape and will float. A really ideal combination of qualities for both indoor and playground balls.

### Spalding Indoor League Balls

- No. 1. Size, 17 inches circumference. Adopted by the National Indoor Base Ball Association for use in armory games. Special oil tanned leather cover. Each, \$1.00  
No. 2. Sheepskin cover, curled hair filling. " .75

### Spalding Armory Indoor Balls

- No. 1X. Size, 14 inches circumference. Adopted by the National Indoor Base Ball Association for use in armory games. Special oil tanned leather cover. Each, \$1.00  
No. 3. Sheepskin cover, curled hair filling. " .75

### Balls for General Recreation

- No. 6. Horse hide cover, 14 inches. . . . . 50c.  
No. 9. Sheepskin cover, 1 1/2 inches. . . . . 25c.  
No. 9R. Imitation leather cover, cotton filled, 8 1/2 inches. . . . . 10c.

- (Suitable also for Playground Ball)  
No. 0. Regulation Bat. Selected second growth ash. Handle wrapped with electric tape. . . . . 50c.  
No. 2. Regulation Bat. Handle not wrapped. . . . . 40c.

### Spalding Indoor Bases (Suitable also for Playground Ball)

- No. 1. Canvas. 10-oz. duck, unfilled. . . Set of 3, \$2.50  
No. 2. Canvas. 8-oz. duck, unfilled. . . . . 2.00  
No. 3. Indoor Rubber Home Plate. . . . . 50c.  
No. 5. Quilted, stiff canvas, without straps. Set of 3, 1.00

### Spalding Catchers' Protector (Suitable also for Playground Ball)

- No. 1A. Well padded. Straps to go over shoulders and around waist. . . . . Each, \$2.00

### Spalding Indoor Base Ball Uniforms

Samples showing colors and qualities of material that we actually furnish in our Base Ball Uniforms will be mailed on application.

- No. 0. "World Series" Uniform. Complete, \$15.00  
Net price to clubs ordering for *Entire Team*. Suit, \$12.50  
No. 1. "League" Uniform. Complete, \$12.50  
Net price to clubs ordering for *Entire Team*. Suit, \$10.00  
No. 2. "Interscholastic" Uniform. Complete, \$9.00  
Net price to clubs ordering for *Entire Team*. Suit, \$7.50

All Spalding Indoor Base Ball Uniforms consist of shirt, pants, cap, belt and plain or striped stockings. No extra charge for lettering shirts with name of club. All uniforms listed above (except Nos. 3 and 4) will be furnished with either three-quarter length, half length, full length or detachable sleeves, at no extra charge. On Nos. 3 and 4 uniforms, three-quarter length sleeves only will be furnished. Extra charge for all lettering on caps.

The prices printed in italics opposite items marked with \* will be quoted only on orders for one-half dozen or more at one time. Quantity prices NOT allowed on items NOT marked with \*

### Spalding Playground Balls

The National Playground Ball Association of America have adopted the Spalding Balls Nos. 17PB and 14PB as official. All of these balls are made specially for general recreation purposes and for games at picnics, outings, etc., where players on account of lack of experience or practice might not wish to use a hard ball, and furthermore, the balls are wound so that they cannot be batted very far, making it possible to improvise ball grounds in a space that would be out of the question for ordinary base ball.

- No. 14-OPB. Outseam style; particularly for outdoor playground use. Size, 14 inches circumference. Horse hide cover. . . . . Each, \$1.25  
No. 17PB. Size, 17 inches circumference. Special horse hide cover. . . . . Each, \$1.00  
No. 14PB. Size, 14 inches circumference. Wound a little firmer than No. 17PB. Special horse hide cover. Ea. \$1.00  
No. 12PB. Size, 12 inches circumference. Not official in size, but same quality as Nos. 17PB and 14PB balls. Ea., \$1.00  
No. 9PB. Made specially for use on municipal playgrounds, horse hide cover, but not official in size. . . . . Each, \$1.00  
No. 33. White horse hide cover, small size. . . . . 50c

SPECIAL NOTICE—Bats, Bases, and Body and Knee Protectors suitable for use when playing Playground Ball, listed on this page.

### Spalding Knee Protectors (Suitable also for Playground Ball)

- No. KE. Combined Knee Pad and Elastic Bandage. Leather covered roll style padding; complete with elastic knee bandage. . . . . Pair, \$2.50 ★ \$27.00 Doz. Pcs.  
No. KC. Combined Knee Pad and Elastic Bandage. Canvas covered knee pad lined with heavy felt, with elastic bandage at top and bottom. Pair, \$1.00 ★ \$10.80 Doz. Pcs.  
No. 1. Knee Protector. Heavily padded with sheepskin. It prevents bruised knee caps. . . . . Pair, 75c.

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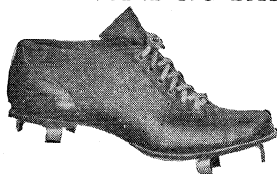
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## SPALDING BASE BALL UNIFORMS

Complete Color Sample Book mailed, on application, to any team captain or manager, together with Measurement Blank and full instructions for measuring players for uniforms.

Spalding "WORLD SERIES" Uniform No. O. . . . .	Single Suit, \$15.00	\$12.50
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	
Spalding "WORLD SERIES" Uniform No. OA. . . . .	Single Suit, \$14.00	11.50
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	
Spalding "League" Uniform No. 1. . . . .	Single Suit, \$12.50	10.00
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	
Spalding "League" Uniform No. 1A. . . . .	Single Suit, \$11.50	9.00
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	
Spalding "Interscholastic" Uniform No. 2. . . . .	Single Suit, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	
Spalding "Minor League" Uniform No. M. . . . .	Single Suit, \$9.00	7.50
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	
Spalding "City League" Uniform No. W. . . . .	Single Suit, \$7.50	6.00
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	
Spalding "Club Special" Uniform No. 3. . . . .	Single Suit, \$6.00	5.00
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	
Spalding "Amateur Special" Uniform No. 4. . . . .	Single Suit, \$4.00	3.50
Net price to clubs ordering for <i>Entire Team</i> . . . . .	Suit,	
Spalding "Junior" Uniform No. 5. . . . .	Single Suit, \$3.00	2.50
Net price to clubs ordering <i>nine or more uniforms</i> . . . . .	Suit,	
Spalding "Youths" Uniform No. 6. . . . .	Good quality Gray material	1.00
No larger sizes than 30-in. waist and 34-in. chest. . . . . Complete,		
ABOVE UNIFORMS CONSIST OF SHIRT, PANTS, CAP, BELT AND STOCKINGS.		

## SPALDING BASE BALL SHOES



No. FW. "WORLD SERIES" Kangaroo uppers, white oak soles. Hand sewed; strictly bench made. Extra strong soft laces. Pair, \$7.00

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30.S.

Sizes and Weights of No. FW Shoes  
Size of Shoes: 5 6 7 8 9  
Weight per pair: 18 18½ 19 20 21 oz.

No. 30.S. "Sprinting." Kangaroo uppers, white oak soles. Built on our running shoe last. Light weight. Hand sewed; bench made. Strong laces. Pair, \$7.00  
No. O. "Club Special." Selected satin calfskin, substantially made. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$5.00  
No. OS. "Club Special" Sprinting. Similar to, No. O, but made with sprinting style flexible soles. (Patented May 7, 1912). Pair, \$5.00  
No. 35. "Amateur Special." Leather, machine sewed. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$3.50 ★ \$39.00 Doz.  
No. 37. "Junior." Leather; regular base ball shoe last. Plates hand riveted to heels and soles. Excellent for the money but *not guaranteed*. Pair, \$2.50 ★ \$27.00 Doz.

### Juvenile Base Ball Shoes

No. 38. Made on special boys' size lasts. Good quality material throughout and steel plates. Furnished in boys' sizes, 12 to 5, inclusive, only. . . . Pair, \$2.00  
Spalding "Dri-Foot" prolongs the life of the shoes. Can, 15c.

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen pairs or more at one time. Quantity prices NOT allowed on items NOT marked with ★

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## SPALDING BASKET BALL SHOES

### Spalding "Sprinting" Basket Ball Shoes

No. BBS. Made with flexible shank, on same principle as on "sprinting" base ball and foot ball shoes. Extremely light in weight, well finished inside. Improved patented pure gum thick rubber suction soles, with reinforced edges, absolutely guaranteed to give satisfaction with reasonable use. Lace extremely far down. Uppers of best quality black genuine kangaroo leather. Light, flexible and durable. Strictly bench made. Supplied on special order only, not carried in stock. . . . . Pair, **\$8.00 ★ \$7.50 Pair.**

*On orders for five pairs or more, price in italics, preceded by ★, will apply.*

**SPECIAL NOTICE**—In a game like basket ball, which is played generally on board floors, there is a strain on the feet altogether different from that in almost any other athletic game, and to support this strain, properly made shoes with leather uppers and correctly shaped soles are absolutely necessary. It is a fact that players on many teams wear canvas top shoes and we supply in our No. P shoes, listed below, absolutely the best canvas top basket ball shoes ever made, and the same style as worn by some very successful teams, but from our long experience in catering to athletes and watching closely, as we have done, the development of basket ball and its effects on the physical condition of players, we cannot consistently recommend canvas top shoes for any athletic use and especially not for basket ball,

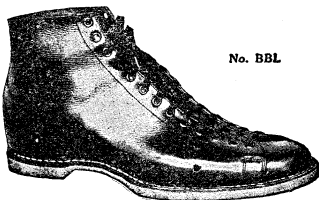


No. BBS



No. AB

No. AB. High cut, drab calf, blucher cut; heavy red rubber suction soles, superior quality.  
Pair, **\$5.00**



No. BBL

No. BBL. Women's. High cut, black chrome leather, good quality red rubber suction soles. Pair, **\$4.50**

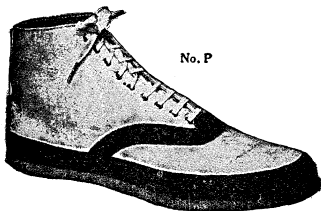


### Spalding Special Canvas Top Basket Ball Shoes

Special quality soft rubber soles. These soles absolutely hold on the most slippery floor. Light weight, durable, correct in design. Sizes 5 to 11 only. No other sizes.

No. P. Pair, **\$3.50 ★ \$39.00 Dozen pairs.**

*On orders for five pairs or more, price in italics, preceded by ★, will apply.*



No. P



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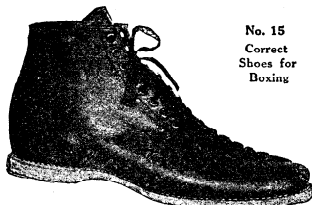


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## SPALDING GYMNASIUM SHOES

Gymnasium Shoes must be comfortable and easy, yet fit snugly and give the wearer a sure footing—they must also be durable. Spalding Gymnasium Shoes possess all of these good qualities and, in addition, are reasonable in price.



No. 15  
Correct  
Shoes for  
Boxing

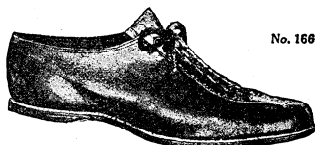
No. 15. High cut, kangaroo uppers, genuine elk-skin soles. Will not slip on floor; extra light. The correct shoes to wear for boxing. Pair, \$5.00



No. 155

No. 155. High cut, elk-skin soles, and will not slip on floor; soft and flexible. . . . Pair, \$4.50

No. 166. Low cut, selected leather, extra light and electric soles; men's sizes only. Pair, \$3.00

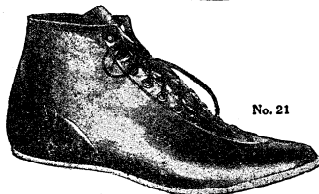


No. 166



No. 66L

No. 66L. Women's. Low cut, extra light, selected leather uppers, Electric soles. . . . Pair, \$3.00



No. 21

No. 90L. Women's. Low cut, black leather, electric soles and corrugated rubber heels. Pair, \$2.50



No. 90L

No. 21. High cut, black leather, electric soles. Sewed and turned, which makes shoes extremely light and flexible. Pair, \$2.50



No. 133

No. 20. Low cut. Other-wise as No. 21. Sewed and turned shoes. Pair, \$2.00



No. 20

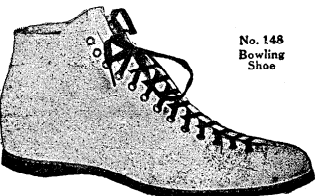
No. 20L. Women's. Other-wise as No. 20. Sewed and turned shoes. Pair, \$2.00

No. 133. Best selected black kid uppers, soles with flexible shank. Very satisfactory for general gymnasium and camping use. . . . Pair, \$4.50



Spalding  
Special Bowling Shoes

No. 148. For bowling and general gymnasium use. Light drab chrome tanned leather uppers with electric soles. Laces; extremely low down. Pair, \$3.50



No. 148  
Bowling  
Shoe

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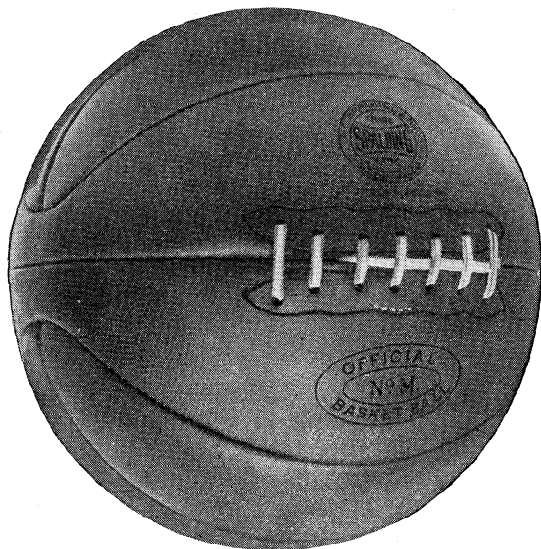
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## SPALDING OFFICIAL BASKET BALL

Cover is made in four sections, with capless ends and of finest and most carefully selected pebble grain leather, special tanned. Extra heavy bladder, made especially for this ball, of extra quality pure Para rubber (not compounded). Each ball packed complete, in sealed box, with raw-hide lace and lacing needle, and guaranteed perfect in every detail.

**No. M. Spalding Official Basket Ball. Each, \$7.50**



**WE GUARANTEE** this ball to be perfect in material and workmanship and correct in shape and size when inspected at our factory. If any defect is discovered during the first game in which it is used, or during the first day's practice use, and, if returned at once, we will replace same under this guarantee. We do not guarantee against ordinary wear nor against defect in shape or size that is not discovered immediately after the first day's use. Owing to the superb quality of our No. M Basket Ball, our customers have grown to expect a season's use of one ball, and at times make unreasonable claims under our guarantee, which we will not allow.

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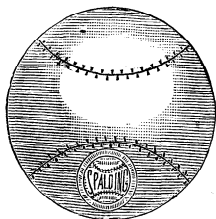


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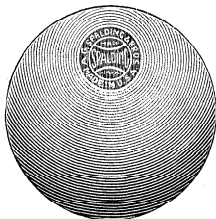
## SPALDING HAND BALLS

Hand ball, played indoors, will keep base ball players and other athletes in good condition during hard weather when outdoor athletics are out of the question. The leather covered hand balls we make are wound by hand, and are the same as those used by the best ball players in this country.



### Leather Covered Hand Balls

- No. 1. Match, regulation size  
and weight. . Each, \$1.25  
No. 2. Expert. . " .50  
No. 4. Amateur. " .25



### Rubber Hand Balls

- No. 6. Black Rubber, best quality. . . . . Each, 35c.  
Red Ace, Irish Regulation red rubber ball. . . . . " 35c.  
Black Ace, Irish Regulation black rubber ball. . . . . " 35c.  
No. 0. Squash Balls, with "overspun" cover. Popular for hand ball. " 50c.

## HAND BALL GLOVES



No. B



No. A



No. 2



No. 3

- No. B. Stiff flat fingers and palm of solid leather. Patented construction  
and the most practical style glove for the game as played in this country.  
Patented January 6, 1914. . . . . Pair, \$3.50  
No. A. Best quality black leather; stitched palm. Palm leather lined.  
Pair, \$2.50  
No. 2. Soft tan leather, stitched palm. . . . . " 1.50  
No. 3. Fingerless. . . . . " .75

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A. G. SPALDING & BROS.  
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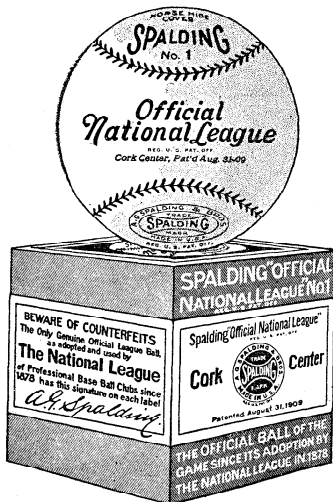
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## The Spalding "Official National League" Ball

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PATENT CORK CENTER

PATENTED AUGUST 31, 1909



Adopted by The National League in 1878 and is the only ball used in Championship games since that time and, as made now with Patent Cork Center, has been adopted for twenty years more, making a total adoption of fifty-four years.



This ball has the SPALDING "PATENT" CORK CENTER, the same as used since August 1, 1910, without change in size of cork or construction. Same ball exactly as used in World Series Games of 1910, 1911, 1912 1913 and 1914.

No. 1 { Each, - - \$1.25  
Per Dozen, \$15.00

Each ball wrapped in tinfoil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

THE SPALDING "OFFICIAL NATIONAL LEAGUE" BALL  
HAS BEEN THE OFFICIAL BALL OF THE  
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Spalding Complete Catalogue of Athletic Goods Mailed Free.

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# STANDARD QUALITY

An article that is universally given the appellation "Standard" is thereby conceded to be the Criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is guaranteed by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-nine years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect, must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

*A. G. Spalding & Bros.*

# STANDARD POLICY

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality. To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that, 16 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

**FIRST**—The user is assured of genuine Official Standard Athletic Goods.

**SECOND**—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This, briefly, is the "Spalding Policy," which has already been in successful operation for the past 16 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*  
President

# SPALDING'S

ATHLETIC LIBRARY

A separate book covers every Athletic Sport  
and is Official and Standard  
*Price 10 cents each*

GRAND PRIZE



ST. LOUIS, 1904



GRAND PRIX



PARIS, 1900

**SPALDING**  
**ATHLETIC GOODS**  
ARE THE STANDARD OF THE WORLD

**A. G. SPALDING & BROS.**

MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES

NEW YORK	CHICAGO	ST. LOUIS
BOSTON	MILWAUKEE	KANSAS CITY
PHILADELPHIA	DETROIT	SAN FRANCISCO
NEWARK	CINCINNATI	LOS ANGELES
ALBANY	CLEVELAND	SEATTLE
BUFFALO	COLUMBUS	SALT LAKE CITY
SYRACUSE	ROCHESTER	INDIANAPOLIS
BALTIMORE	WASHINGTON	PITTSBURGH
LONDON, ENGLAND	ATLANTA	ST. PAUL
LIVERPOOL, ENGLAND	LOUISVILLE	DENVER
BIRMINGHAM, ENGLAND	NEW ORLEANS	DALLAS
MANCHESTER, ENGLAND	MONTREAL, CANADA	
BRISTOL, ENGLAND	TORONTO, CANADA	
EDINBURGH, SCOTLAND	PARIS, FRANCE	
GLASGOW, SCOTLAND	SYDNEY, AUSTRALIA	

*Factories owned and operated by A. G. Spalding & Bros. and where all of Spalding's Trade-Marked Athletic Goods are made are located in the following cities:*

NEW YORK	CHICAGO	SAN FRANCISCO	CHICOPEE, MASS.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.